CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

Artificer

ARTIFICER SPECIALIST

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH
- ___ SAVING THROWS
- ___ ATHLETICS

DEXTERITY
- ___ SAVING THROWS
- ___ ACROBATICS
- ___ SLEIGHT OF HAND
- ___ STEALTH

CONSTITUTION
- ___ SAVING THROWS

INTELLIGENCE
- ___ SAVING THROWS
- ___ ARCANA
- ___ HISTORY
- ___ INVESTIGATION
- ___ NATURE
- ___ RELIGION

WISDOM
- ___ SAVING THROWS
- ___ ANIMAL HANDLING
- ___ INSIGHT
- ___ MEDICINE
- ___ PERCEPTION
- ___ SURVIVAL

CHARISMA
- ___ SAVING THROWS
- ___ DECEPTION
- ___ INTIMIDATION
- ___ PERFORMANCE
- ___ PERSUASION

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR | SIMPLE WEAPONS

MEDIUM ARMOUR | MARTIAL WEAPONS

HEAVY ARMOUR | SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used Total

d8

DEATH SAVES

SUCCESSES

FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

SPELL ATTACK BONUS

SPELL SAVE DC

SPELL SLOTS

1st	2nd	3rd	4th	5th

KNOWN | MAGICAL INFUSIONS | INFUSED

MAGICAL TINKERING — LEVEL 1

As an action, you can touch a Tiny nonmagical object and give it one of the following magical properties of your choice:

- The object sheds bright light in a 5-foot radius and dim light for an additional 5 feet.
- When tapped, the object emits a recorded message that can be heard up to 10 feet away. You utter the message when you bestow this property. The recording can be no more than 6 seconds long.
- The object continuously emits your choice of an odor or a nonverbal sound (wind, waves, chirping, or the like). The chosen phenomenon is perceivable up to 10 feet away.
- A static visual effect appears on one of the object's surfaces. This effect can be a picture, up to 25 words of text, lines and shapes, or a mixture of these elements, as you like.

The maximum number of objects you can affect with the feature at one time is equal to your Intelligence modifier.

INFUSE ITEM — LEVEL 2

You gain the ability to imbue mundane items with certain magical infusions. The magic items you create with this feature are effectively prototypes of permanent items. When you finish a long rest, you can touch a nonmagical object and imbue it with one of your artificer infusions. If the item requires attunement, you can attune to it the instant you infuse the item, or you can forgo attunement so that someone else can attune to the item. Your infusion remains in an item indefinitely, but when you die, the infusion vanishes after a number of days have passed equal to your Intelligence modifier. The infusion also vanishes if you give up your knowledge of the infusion for another one.

ARTIFICER SPECIALIST FEATURE — LEVEL 3

Level	Artificer Specialist Spells
3rd	
5th	
9th	
13th	
17th	

THE RIGHT TOOL FOR THE JOB — LEVEL 3

Using Tinker's Tools, you can magically create one set of artisan's tools. This requires 1 hour of uninterrupted work. The tools are nonmagical and vanish when you use this feature again.

ARTIFICER SPECIALIST FEATURE — LEVEL 5

FLASH OF GENIUS — LEVEL 7

When you or another creature you can see within 30 feet makes an ability check or saving throw, you can use your reaction to add your Intelligence modifier to the roll. You can use this feature a number of times equal to your Intellience modifier (minimum of one). You regain all uses when you fiinish a long rest.

ARTIFICER SPECIALIST FEATURE — LEVEL 9

MAGIC ITEM MASTER — LEVEL 10

ADEPT: At 11th level
- You can attune to up to four items at once.
- If you craft a common or uncommon magic item, it takes quarter of the time and costs half as much gold.

SAVANT: At 14th level
- You can attune to up to five items at once.
- You ignore all class, race, spell, and level requirements when attuning to or using a magic item.

MASTER: At 18h level
- You can attune to up to six items at once.

SPELL-STORING ITEM — LEVEL 11

When you finish a long rest, you can touch one weapon or spellcasting focus, and store a spell in it. Choose a 1st- or 2nd- level spell from the artificer spell list that requires 1 action to cast. While holding the object, a creature can take an action to cast the spell, using your spellcasting ability modifier. If the spell requires concentration, the creaure must concentrate. The spell stays in the object until it's been used a number of times equal to twice your Intelligence modifier or until you use this feature again.

ARTIFICER SPECIALIST FEATURE — LEVEL 15

SOUL OF ARTIFACE — LEVEL 20

- You gain a +1 bonus to all saving throws per magic item you are attuned to.
- If reduced to 0 hit points but not killed, you can use your reaction to end of of your artificer infusions, causing you to drop to 1 hit point instead of 0.